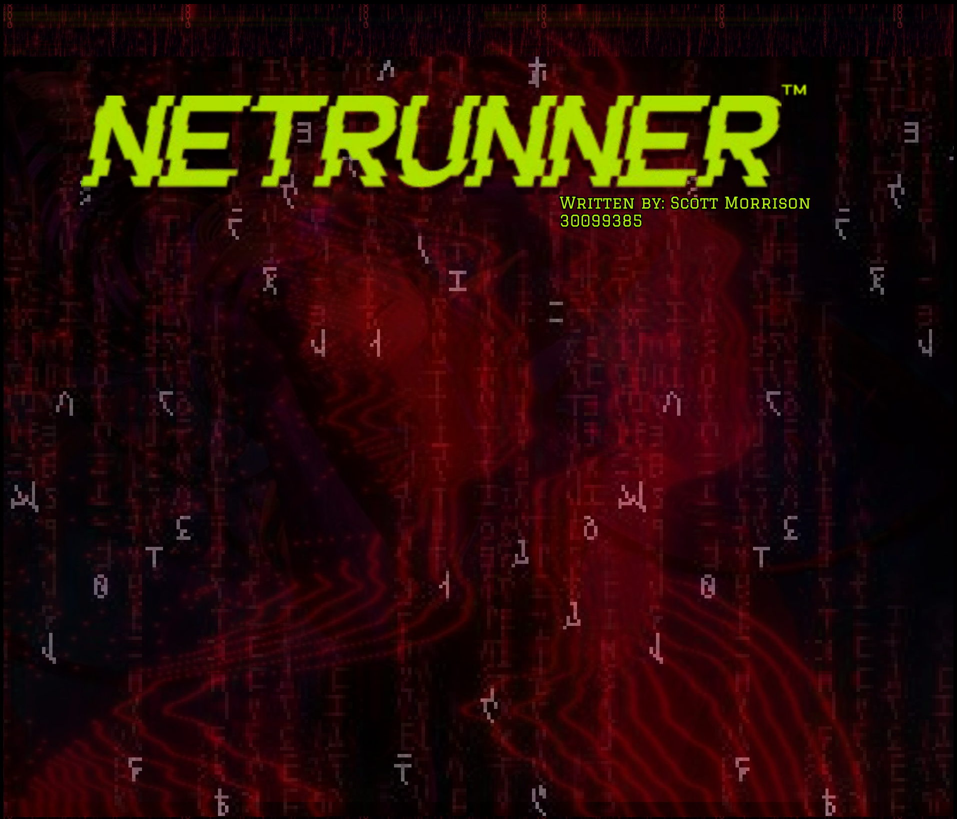

NETRUNNER™

Written by: Scott Morrison
30099385

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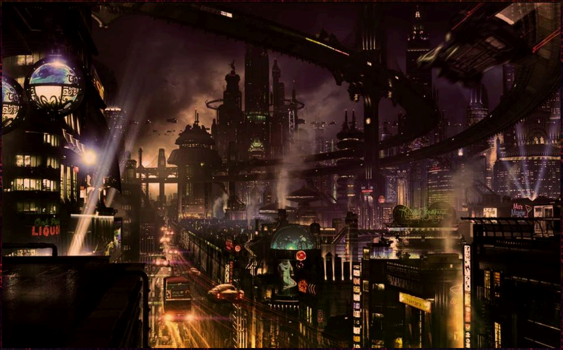
1: Game Genre &Theme:

Cyberpunk/ Stealth Action:

The theme for the product will be a Cyberpunk atmosphere with dystopian elements as well as stealth action packed espionage adventure, influences through futuristic corruption the game will have a cartoonish/comic book style similar to games like borderlands 2 and The walking dead.

Pitch:



United Kingdom's union has been shattered, crime became a traded resource for Mercs to offer in the market, data theft, military graded materials and bidding contracts in order to keep the economy flowing. It all happened just seventy years ago, with the quiet arrival of Digital ID in 2029. the promise of security, of uniting the nation efficiency was just an empty statement, leaving a every citizen's life being accessed through perception of a different party. Your mistakes are never gone, your intentions were judged before you said anything. It was all automated through instance. Redemption was endangered, everything you tried to do in order to make up for it didn't change a thing.

but downtown was a different story, something else evolved. Cyberattacks was something meaningful than money. it was becoming an act of freedom. the Netrunner's playing a big role in the revolution, poisoning judgment was more concerning than stealing data.

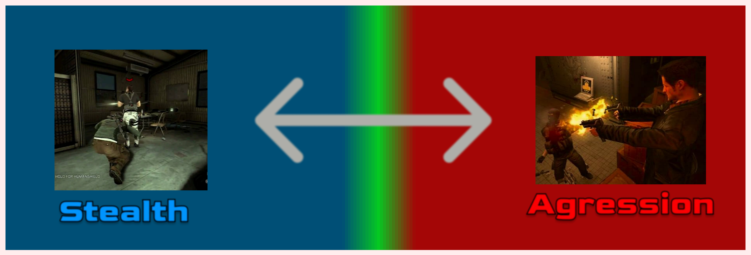
2:Gameplay Synopsis

Sneak > Hack(Jack in) > Eliminate/Progress

the gameplay will heavily motivate the user to sneak through obstacles, those who choose the main playstyle in the game, rewarded by progressing through efficiently through the level in a safe manner when done right with strategy.

the game will have an option to change playstyles and use an aggressive approach if needed. There's a price that the player will pay when gun blazing through the area which will put the player at intense risk of getting killed.

the players can interact with specific items that can be thrown in order to lure the enemy to investigate the noise which distracts their patrol duties. This mechanics creates temporarily openings for the stealth playstyle. The equal differences for stealth and aggresssion playstyles gives flexible options for the user.



3: Mechanics breakdown:

Throwable Items: it is used to distract and manipulate the enemy's position that can support the player's progress when encounters are bypassed.

Headshot: human eneimes can be killed with a single shot in the head that can efficiently remove the player's obstacle.

Rear Assasination (Drone): the drone can be taken off easily by attacking their rear weak point. however it would have a risk of noise being produced which would attract other enemies to investigate

Suppressed Glock: the sidearm that spike uses in the beginning of the game.

Monafil: found at security officer through environments. a common drug to consume in order to keep sharp aiming at all times. good for long distance shots as it increases accuracy for a peroid amount of time.

Consumables: depending on what the character takes it can be a positive or negative outcome. The effect will be evident to the players

Hacking: accessing computer with risk but important as it takes time that can leave the player vulnerable if used in a careless matter.

Leaning: this allows the player peak at corners in order to scan safely or avoiding engagement without being exposed.

4: Target Audience:

This product will be aimed for users over the age of 16 to 20 due to the mild violence can occur as well as limited amount of gore thanks to majority of the enemies would be cybernetic beings. The Gender targeting would likely be for the male due to the one sided interest of the design it would not appeal to female because of the lack of bright colours as a hint.

The core audience itself will be fans of the dystopian cyberpunk and science fiction themes, especially individuals whom have large interest in titles such as The Matrix and Neuromancer Narratives as well as the popular Cyberpunk 2077 title. The user will have familiarity of the terminology and cyberspace concepts which includes references such as "ICE" or "Jacking In".

There will be another wave of audience whom have the high interest in gameplay mechanics that focuses on stealth gameplay loops, with the theme setting being different. They will likely be driven to engagement from the strategy and problem solving of the system itself. With the similar gameplay to Metal Gear which is one of the influences towards the development, it would provide some familiar aspects such as the tools they are provided and the abilities that are given to them.

5: Market Justification:

The current market that is being seen as of now shows the Cyberpunk genre rising to the trends with upcoming titles such as No Law and The Descent trying to compete in the market as well as the popular Metal Gear Series coming back with ports in the latest generation. It would compete as the development time-frame will lead to the release dates being on time without over saturating the market itself because the cyberpunk genre since 2020 has been introduced to younger generations.

Using Unreal engine 5 would be a good move as it wouldn't have any game engine groundbreaking bugs that Cyberpunk 2077 had during their launch which was the main factor of the horrible launch. CD Project Red had recently transition to the Unreal Engine 5 to avoid future disasters to the company, which would only have in game bugs to occur rather than the whole engine itself as well as meeting deadlines effienctly. Unreal Engine 5 is considered industry standard and can be optimized when using it right and having faster development process compared to using a custom game engine software and has a lower budget to be invested.

6:Narrative Summary:

the narrative will be shown as a story of a cyber terrorist in a dystopian united kingdom, the structure of the narrative will be linear and will revolve towards the main character Spike as a silent protagonist with his raid inside the Castlegate trade center of how he managed to get away with the blueprints he was ordered to gather by his fixer and how he managed to put the whole union into strike with the 6 months of no digital transaction. There will be radio voiceovers through the game when reaching some checkpoints that the user will hear which explain the story about the cooperation gettings funds to the UK government as well as describing the threat of the development of the blueprints if it goes in motion sooner or later.

the structure of the narrative will stay as a linear approach. The Story will only have one outcome through the experience for the user, if the player fails throughout the gameplay by dying, they will be able to restart in a specific objective, which will not cause a dead ending paradox which would likely crash the game or cause it to be unplayable.

Main Protagonist:

Name: Spike (Real name Unknown)

Age: N/A

D.O.B: N/A

Spike, a hired Netrunner with highly experience in cyber attacking as well as heists. highly WANTED internationally as a cyber terrorist after the Castlegate tower data theft incident that left the country being collapsed with no transaction being processed for 6 months by the civilians which then left the government into strike. Kim at a such young age learns the arts of war, greed and misery due to his military training background along with working with an intelligence agency. After gone rogue for 3 years, searching for Spike was difficult due this counter intelligence bypassing his indentity everywhere and appearance changing overtime. With the action that has been made tells the story of the so-called that can be heard by legend "Spike" and the fate that he had to meet...

7: USP (Unique Selling Points):

- stealth system focused: the game will prioritize the awareness of the player and positioning. This will create a more focused and immersive stealth experience where the player's decisions matter the most rather than statistics.
- Adaptive Enemy AI behaviour: Some enemies would react to differently based on appearance such as Drones and Security whom have different priorities of sense such as Drones have priority to sight rather than sound.
- Toon shading visual graphics: it will feature toon-shaded art style that can help retain information efficiently for the player without losing immersion from the experience itself.
- Unique Hacking interaction (Disarming enemies circuit system, getting authorized access to specific transport options, creating distraction through machinery)
- Immersive User Experience combining both elements in Dead Space and in Cyberpunk 2077

8: Proposed Development Method

- creating 2 different types of enemies (drone, security officers) that behave differently.
- there will be throwables that can cause a distraction to enemy AI in order to bypass them
- There will be 2 guns in the game, The Suppressed Glock would be in the beginning of the game and the AR can be picked up from dead enemy soldiers after eliminating them.
- Leaning Mechanics that can help the stealth experience easier for the player moving the camera without getting exposed.
- interaction function which can help ease the experience such as Hacking terminals.
- 2 to 3 Levels of the game. The first level will just introduce how the game actually works without using weapons and later the player will find weapons around the area as an option to progress.
- Interactable level, such as hacking in terminals in order to progress such as calling an elevator as it requires a certain authorization to access.
- head shot mechanics to enemy security officers.
- Reporting sounds to AI such as running fast will cause noise to be generated.
- short circuit takedown (stealth takedowns)
- implementing animated backgrounds for Main Menu and Title Screen.
- a small narrative introduction of the incident that happened before playing

*If extra time is available:

I would add a jacked in cyberspace where the player teleports after interacting with the computer, would have to find the finish line before the timer runs inside the cyber-maze which help execute the hack otherwise the player will have to try again as they failed to find it in time.

9: Design Language & Visual Communication

The game's design language relies on consistent shape, color, and visual feedback to communicate gameplay information at a glance, minimizing the need for text or tutorials.

Shapes are used to define intent:

- **Square shapes represent objectives, guiding the player toward goals and points of progression.**
- **Red diamond shapes indicate enemies, immediately signaling threat and danger.**

Color is used to communicate interaction states and system functionality:

- **Red text interacting with level assets represents functions that are temporarily unavailable. This informs the player that an interaction exists but cannot currently be used.**
- **Blue text indicates a functional interaction, signaling that the object or system can be actively used or triggered.**

Drone Scanner States are communicated through light color:

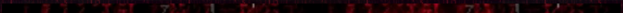
- **Blue represents a neutral state, where no suspicious activity has been detected.**
- **Yellow indicates investigation, meaning something potentially suspicious has been noticed and is being analyzed.**
- **Red signifies alert, confirming that suspicious activity has been detected and the player has been visually identified.**

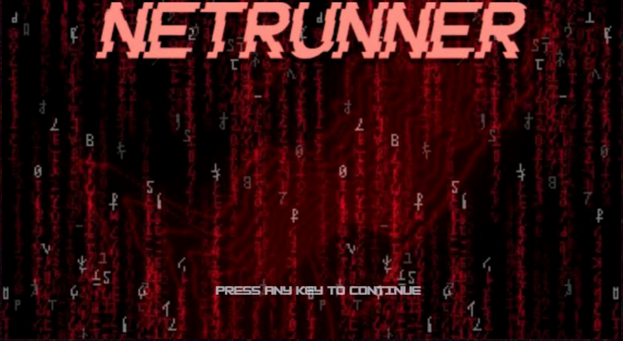
Player Interaction Feedback:

- **A white outline appearing on an object when the player is nearby indicates that the item is available for pickup or interaction, providing clear, immediate feedback without disrupting gameplay flow.**

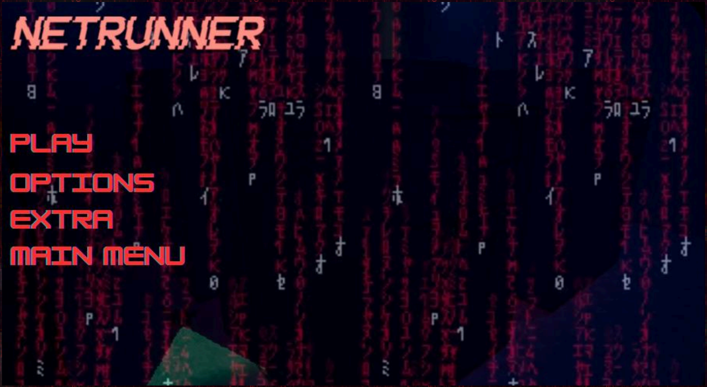
10: User Interface Example:

Title Screen

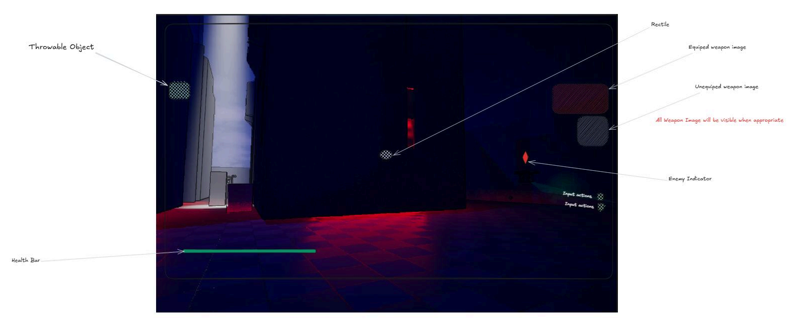




Main Menu Screen



Hud Layout (Rough Sketch)



11: Development Timeline

1st Phase: Planning w/ Interation (late Janurary to mid Feburary)

Objective: Organizing the project with its foundation with concise planning and iterative prototyping

During this phase for planning, the project will deliver a concise core gameplay pillar along with emphasising on simple and effective stealth mechanics and acceptable enemy AI behavior. The layout of the level will be tested by block-out to make sure that the flow of the gameplay is according as planned and routes to the player's required destination is structured in a logical manner in order to ensure that the player's progress is guided.

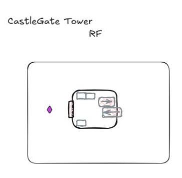
All of the assets that are required will be ensured to be documented with identification, the environmental materials (Whether it is sourced or created) and 3D models that are needed for building the level and gameplay. The development of the early prototypes will be used to test the flow of the level, the player's stealth system which will help the potential issue of the designed to be diagnosed at a early time.

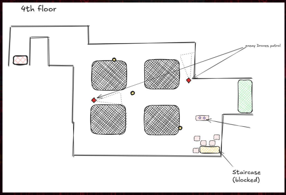
The ideas of the design that gives any negative impact that is tested through outcomes will either be reworked in a different method, or in any way possible to be comprimised, or lastly be discarded as a last resort. the mechanics and level layout will improve overtime through development as there will be continuos iteration for the product itself to improve the user experience and quality of the gameplay.

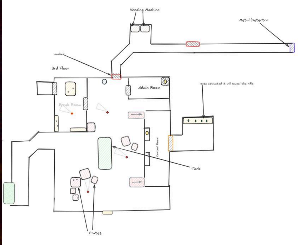
The deadline for planning stage is at **15th Feburary 2026 @23.59**
My goal is to reach before **13th Feburary 2026 @23.59** in order to submit.

Deliverables to be expected:

- **The Finalized Gameplay Concept**
- **Structure of the Level**
- **What assets will need to be required**
- **Gameplay footage of the early prototype**







2nd Phase: Designing Phase and Prototyping (Mid Feburary to Early March)

Objective: Creating assets for visuals and supporting the gameplay that are required for the implementation for the level and interaction of the player.

The Phase in this process of the project is going to be focused on the design of the product itself that is essential for the game's visual, this would include things like environmental materials such as holograms, 3D models of futuristic-like computers and enemy drones. These will align with the visual style and gameplay that was scoped in the 1st phase.

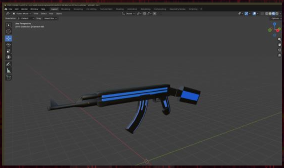
The design of level will aim for the layout that was planned, there may be adjustments that can occur but that is just to avoid technical or gameplay issues that are unnecessary to setback the smooth flow of gameplay which is intend to maintain.

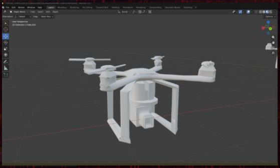
the rest of the elements of the design that are impacting the game in a negative way will be revisited. The improvements of the Iteration will apply in the phase in order to keep the consistent visuals and maintain quality of the gameplay.

Deliverables:

- **Mostly Created Materials and Shaders but some sourced Textures**
- **important 3D models for objectives to achieve (Futuristic computers for hacking)**
- **level layout designed and adjusted if needed.**
- **Assets that blends in within the level space such as a button**

The deadline for Design stage is 10th May 2026
My goal is to reach in between 28th March to 20th April 2026 in order to submit.





3rd Phase: Developing and Adjusting game rules (Mid March to Early April)

Objective: Expanding content and refining the development of the game system whilst maintaining quality and balance to achieve polishing overal

the project in this phase will prioritize finalization of the main rules of the game throughout the development, the best mechanics are determined to support the experience of the user effectively. Additional content will expand to the latest build that can enhance a complete experience for the game.

The discarded mechanics or assets can be revised and maybe reconsidered whether the potential gameplay quality will be improved and will not compromise other aspects in the game such as narrative and consistent design. It will also focus improving weak spots of the build at any way possible.

Conducting analysis wil assess the balance such as player damage output or enemy difficulty. the testing results will help adjust the system to ensure engagement gives the gameplay a satisfying experience.

Deliverables to be expected:

- updating the rules of the game
- Reworking mechanics and assets (if Possible)
- Expanding content throughout gameplay
- Updated playable build.

The deadline for Development stage is the same as the Design which is **10th May 2026 @23.59**
My goal is to reach in between **before 8th of May 2026** in order to submit.

4th Phase: Evaluating The Journey And The Lessons Learned (Mid April to mid May)

Objective: To revaluate the journey through the project after final design and development of the build. In order to progress and learn for future projects it must be taken account how you will improve and what specific elements of the game such as mechanics or assets that can be useful to reuse at future projects.

During this phase of evaluation, the reflection of my project will be a number of lessons with certain areas of the build that were weak or things that were discarded from the final build because it did not go as intended. I always mention every feature I believe that was weak and if it was worth the comprise in order to add it in the game.

I will also talk about my improvements through my workflow and skills that was developed overtime throughout this project. the discussion of the testing results which will may differ from my expectations of the game, as every individual has a unique perspective.

There will be assets or mechanics that worked out brilliantly which will be useful for projects that can in a similar format depending on the genre game itself. The discussion of whether the overall build itself is a masterpiece or a working disaster will be evident to the video that needs to be submitted before the deadline (10th of May 2026) which will show the intensity of how much work that has been put into towards the final build.

Deliverables:

- A report of things that did not go as planned
- Lessons that I've learned throughout the project
- The specific areas of the development and design that went right

The deadline for Development stage is the same as the Design which is **17th May 2026 @23.59**
My goal is to reach **12th May 2026** in order to submit.

12: Storyline

The Heist w/ The Plan:

Spike meets up at a specific area to meet up for a gig with a client that he was called upon to do a heist and steal crucial information that can be downloaded and used as a weapon. He tries to find the client around the area and asking people until he was directed into this nightclub. The man used the club as a money laundering fashion with his dirty connections to criminal.

The owner would go over the plan with Spike which will visualize the brief through the screen of his vision to pass through obstacles floor by floor within the levels. Spike can do whatever it takes to reach the objective of stealing data to be leaked and hijacking malicious malware in order to to fufill the client's contract whatever it takes, whether it would be going guns blazing or sneaking your way through.

The Heist: Some weeks later...

fast forward Spike would be seen just briefly after being dropped off from a stealth chopper in the rooftop of the Trade Center thankfully most of the security system in the rooftop were temporarily offline with the net runner he was assigned with watching his every step. BGC's cooperation that he needed to steal was military grade blueprints of weaponry that would be developed for the next potential world war. a lot of effort needs to be executed for Spike because of the supervenience maintaining the tower to be secured from being breached. Drones swarming around due budget cuts by the cooperation with some security guards being layed off . Spike needs to bypass the ICE in order to gain unauthorized access to the private network, He has to go at the Office floor to steal blueprints and exfiltrate.

After the Incident:

Public announced that the country has been on strike due to an attack at the Castlegate Trade Center where they discovered traces of a Netrunner code named Spike. the appearance is not clear but only information spread of an Asian man with long hair in his late 30s. All of the information was being in a seen in a television of the disaster zoomed out with detail of a late night cafe alongside the loud audience with their shock, a man in being shown behind with his jacket labelling "Revival Metropolitan Police" along with detail of the man having a shiny bald head.

13: Development of Spike

BEFORE THE HEIST:

Spike was becoming desperate due to his bad habits and needed to pay back some of scratch back from folks that he was overdue with his loan. Spike decided to take this operation as his last ride coming out of his early retirement. Knowing that the operation was too good to succeed smoothly, he just needed the money.

DURING THE HEIST:

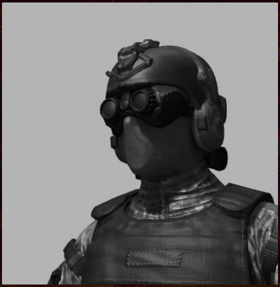
Spike realised how much security system has advanced and needed to maintain composure. Spike eventually becomes this overconfident Netrunner backing up with his previous experience suddenly meant nothing. It felt as if this was his first ever heist. But he still had all of the skills maintain inside his kit to at least try.

AFTER THE INCIDENT:

Spike has gone rogue with the whole country after him, including his fixer whom didn't want the unwanted drama that he caused in the process of the heist. Spike left himself paranoia, not trusting anyone. His only escape he think of is flying out of the country before they eventually trace him down. With all of the frustration, he has to finish what he started. Which is to eventually tear the whole cooperation down.

14: Enemies:

TRT-Security



Perception Priority: SOUND

Professionally trained with years of drill training and mental examination in order to ensure they’re best to come for security service with a high value in the market doesn't come cheap with their assets of adding stimulated substances down the soldier’s spine requires surgery for every licenced officer.

Butterfly-TRCR

Perception Priority: SIGHT

An AI drone takes the current generation of innovation ahead of its time, invented by the CLEARLEDGER Collective Cooperation. Operation of the drones polices based on what is functioned along with complex improvisation in case the drones tasks gets stuck in betweeen. Reliable for an alternative to hiring a security officer.

15: Target Release Platforms

the game will be available for PC through gog.com (good old games), we want to ensure the game is distributed through a DRM free platform as Steam has raised controversy with some games being removed out of the library due to the terms and conditions before purchasing the game, players were getting a license rather than the actual game itself. Gog prevents that for the customers and enables them to fully owning the game without any issues.

Xbox platform will be a duoable compared to PlayStation due to a less strict policy when creating a platform version for Xbox. Unreal engine 5 offers Xbox support in the Xbox platform thankfully and as the game can be tested through a normal Xbox console rather than having to use a developers kit which is very good for iteration. Xbox itself is very indie dev friendly as updating the game is a slightly simpler compared to the PlayStation platform.

16: Requirement Specifications

Goals & Objectives:

Objective: Stealing data of weapon blueprints from the cooperation in order to complete the contract that the fixer has given to the player.

goals:
- to be able to bypass obstacles such as enemy security without dying in the process.
- find ways to open blocked paths such as unlocking doors through a computer in order to progress.
- find the blueprint data that is stored inside the office computers.
- set a time bomb in order to frame the public that it was a technological disaster from the cooperation.
- escape out of the building in the stealth chopper provided for you fixer before the timer sets off.

Persona: there are two different play styles that a player has the option. Aggression can be use but it is not efficient way to progress. Stealth will be the main type of play style that is opposite as it is effiecient and there will be more tools to offer for the player.

Emotional: the player will be focused through the levels as being caught will increase the difficulty to bypass the obstacle. Later the confidence of the player will increase overtime as certain equipment and items can be used to sneak through smoothly with limited detection.

Journey: throughout the level, it will expand into complexity of different sets of levels that are like puzzles. the player can go back in order to obtain items any time that they missed throughout the game session.

Functional Requirements:

Interactivity: The player will do simple movements such as moving and jump as well as leaning left and right in order to peak the enemy. I'm aiming to add mechanics such as opening drawers or closets and picking object to throw at enemies in order to distract them.

List Of Features: Movement, Jumping, Leaning, Shooting, weapons that can be found such as a Glock or a AK47, there will be objects that can be picked up, hacking in computers, consumables that can support the players gameplay temporarily.

Progression: the player starts out empty handed and eventually finds a suppressed pistol lying around in the first level. The next level will show enemy security with a rifle, once the player eliminates one of them, they are able to equip the rifle. However they will find a locked door that is needed to be unlocked, the appropriate computer will unlock the door which will take them to the next level.

The player will encounter challenging levels later on in the progression such as having 2 different enemy times simultaneously such as a Drone that prioritizes in sight sense whilst the enemy soldiers prioritize in hearing sense alongside a half semi non linear level.

Non-Functional Requirements:

Performance: ensure that consistent performance occurs without any jittery avoid bad practices that are common during development in Unreal Engine 5 such as Overused lighting, if there are a lot of rays directional light occurred it can spike the game's frame rate. One example of this is Metal Gear Solid Delta lighting.

Another bad practice that needs to be avoided is overusing Child Actors rather than duplicating the actor itself, which causes unnecessary data being ruined through the game when it is not needed, this can be also mentioned for hard referencing when it is not needed as well. Performance through using Event tick is a massive sin when using it wrong.

User Experience: every information from the player must have some kind of use such as holographic displays of ammo counter can part of the game as the Main character was given a chip, without letting the user lose the immersion and think of the product as “just a game”.

Consistent design: This is the most important non-functional requirement as it would destroy the project itself looking bland and the art design being context, one example of this is the Call of Duty series using different skins through different universes. I want to sure the game doesn't look messy and all of the elements make it look like they're the same.

Accessibility:

- Preference of using specific input devices such as a game controller rather than a keyboard if they're familiar.
- using concise language with simple vocabulary whether its text or audio for all audience to take in information with common words.
- fonts that are can be read easily to the user even if they have trouble taking in information due to the font type not being dyslexic friendly as it is not likely to be a serif font. With the use of San-serif fonts it will help the product to become accessible to broader audience.
- With no flickering lights it will prevent seizures for user who are photosensitive. Otherwise adding a disclaimer that "intensive lights can occur during game time please be advised to turn off the game immediately if you are experiencing symptoms".

Technical Requirements:

To create a stealth game with all coded mechanics as well as assets that are developed through reasonable programs in order to meet the requirements as well appropriate hardware specifications.

Hardware:

Minumum:

it will require different hardware such as a PC with at least 2060 Nvidia GPU and i5 procressor at a bare minimum in order to run Unreal Engine 5 and 3D modeling program as they require a decent computer usage.

intel
Core™ i5

DX16GDDR4AA3200
16GB DDR4 PC4-25600-3200MHz
WARRANTY VOID IF REMOVED

Recommended:

these are recommended specs for the programs and multi tasking that can avoid the crashing which can happen unexpectedly. as well as giving a smoother workflow as solid performance supports the project without any holdups.

- NVIDIA 30 series GPU
- i7 Intel procressor (CPU)
- 32GB RAM

intel
Core™ i7

JM3200HSE-32G
Transcend
32GB JM DDR4 3200 SO-DIMM 2Rx8 1.2V

Software:

UNREAL
ENGINE

Unreal Engine 5

This will be the main software to for the project itself to create the game itself. Unreal Engine has a versatile amount of tools that are beginner friendly as well as the rendering that can compliment any created 3D models. as well as making animation without having to fully understand.

&

Blender & Maya

Both of these software has their benefits when creating 3D models. Blender is the most used program as it is free and Maya is considered industry standard as it can do more things that blender cannot. At the moment Blender has similarities to Maya as I have started with Maya at first.

Github

A cloud based platform, this will be useful in case anything happens to the project it is stored securely through the program itself. This will help efficiently as I dont need to bring equipment in the college campus or using One Drive in case the connection goes out, progress will be tarnished.

Trello

Trello wil be used to track with the progress through tasks as well as organising what needs to be done and what has been acomplished, it is used to know what was also sourced in case directory of the specific is lost, it can be found in trello.

Canva

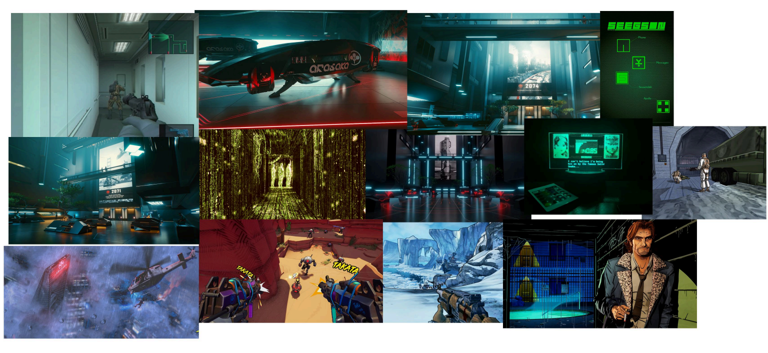
Canva will be used in this project to create flipbooks/ animated textures for specifics needs such as LED screens as well as animated main menu backgrounds.

Figma

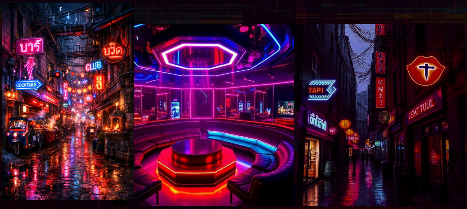
Figma will be used to create elements for the UI as well as decals that would be needed such as promotional poster or texture for Materials itself.

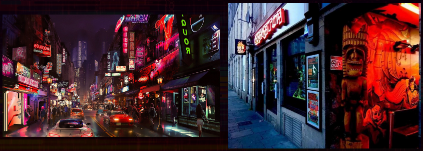
17: Ideas and Concepts

Moodboard



this is a brief idea what the game could look like with screenshots of the potential gameplay and visuals. Outline and celshading were my main visual goals.

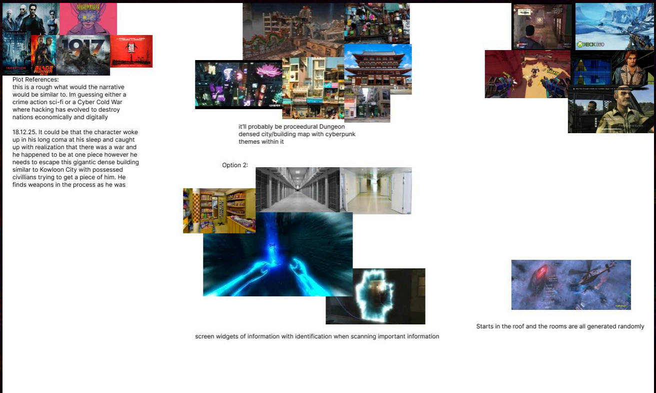




PARADISE LOUNGE

the original idea was suppose to be a night city themed game with Aberdeen city being influenced by thailand's notorious nightlife and unique commodities that they had to offer however the it would take sometime and this is currently discarded until revised further in future development if applicable. Its just not ready at this current project.

Mind map



Plot References:
this is a rough what would the narrative would be similar to. Im guessing either a crime action sci-fi or a Cyber Cold War where hacking has evolved to destroy nations economically and digitally

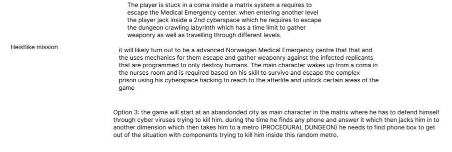
18.12.25. It could be that the character woke up in his long coma at his sleep and caught up with realization that there was a war and he happened to be at one piece however he needs to escape this gigantic dense building similar to Kowloon City with possessed civillians trying to get a piece of him. He finds weapons in the process as he was

it'll probably be proceedural Dungeon densed city/building map with cyberpunk themes within it

Option 2:

screen widgets of information with identification when scanning important information

Starts in the roof and the rooms are all generated randomly



The player is stuck in a coma inside a matrix system a requires to escape the Medical Emergency center. when entering another level the player jack inside a 2nd cyberspace which he requires to escape the dungeon crawling labyrinth which has a time limit to gather weaponry as well as travelling through different levels.

Heistlike mission

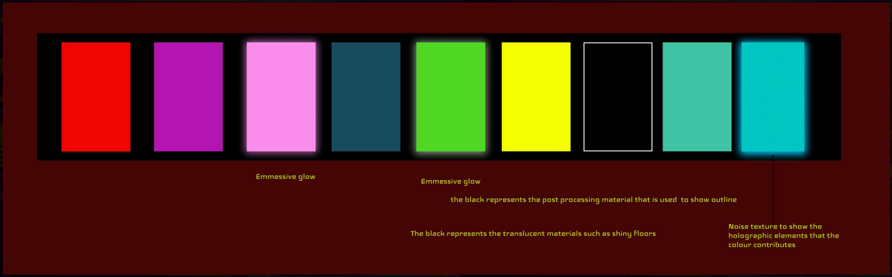
it will likely turn out to be a advanced Norweigan Medical Emergency centre that that and the uses mechanics for them escape and gather weaponry against the infected replicants that are programmed to only destroy humans. The main character wakes up from a coma in the nurses room and is required based on his skill to survive and escape the complex prison using his cyberspace hacking to reach to the afterlife and unlock certain areas of the game

Option 3: the game will start at an abandonded city as main character in the matrix where he has to defend himself through cyber viruses trying to kill him. during the time he finds any phone and answer it which then jacks him in to another dimension which then takes him to a metro (PROCEDURAL DUNGEON) he needs to find phone box to get out of the situation with components trying to kill him inside this random metro.

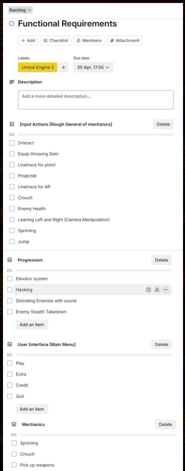
during the mind map, most of the influence came from the William Gibson's Neuromancer and Cyberpunk 2077 in the interlude scene where the player has to take down a cooperation. I wanted the levels to be procedural randomly generated in a dense structured building however it would be time consuming due to whole level being an actor itself which would make it overcomplicated.

The kwoloon city idea was inspired by the Die Rise level in the Call Of Duty Black Ops 2 title.

Colour Palletes


Emmessive glow
Emmessive glow
the black represents the post processing material that is used to show outline
The black represents the translucent materials such as shiny Floors
Noise texture to show the holographic elements that the colour contributes

18: Project Plan



○ Functional Requirements

Labels: Unreal Engine 5

Due date: 30 Apr, 17:55

Description

Add a more detailed description...

☑ **Input Actions [Rough General of mechanics]**

0%

☐ Interact
☐ Equip throwing Item
☐ Linetrace for pistol
☐ Projectile
☐ Linetrace for AR
☐ Crouch
☐ Enemy Health
☐ Leaning Left and Right (Camera Manipulation)
☐ Sprinting
☐ Jump

☑ **Progression**

0%

☐ Elevator system
☐ Hacking
☐ Distrating Enemies with sound
☐ Enemy Stealth Takedown

☑ **User Interface [Main Menu]**

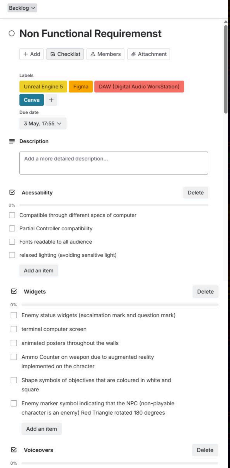
0%

☐ Play
☐ Extra
☐ Credit
☐ Quit

☑ **Mechanics**

0%

☐ Sprinting
☐ Crouch
☐ Pick up weapons



○ Non Functional Requiremenst

Labels: Unreal Engine 5, Figma, DAW (Digital Audio WorkStation), Canva

Due date: 3 May, 17:55

Description

Add a more detailed description...

☑ **Acessability**

0%

☐ Compatible through different specs of computer
☐ Partial Controller compatibility
☐ Fonts readable to all audience
☐ relaxed lighting (avoiding sensitive light)

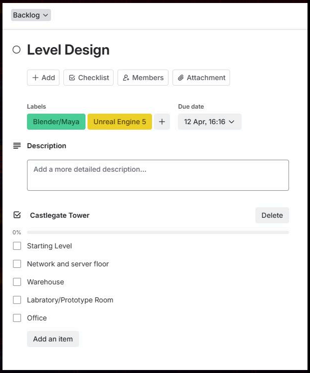
☑ **Widgets**

0%

☐ Enemy status widgets (excamlation mark and question mark)
☐ terminal computer screen
☐ animated posters throughout the walls
☐ Ammo Counter on weapon due to augmented reality implemented on the chracter
☐ Shape symbols of objectives that are coloured in white and square
☐ Enemy marker symbol indicating that the NPC (non-playable character is an enemy) Red Triangle rotated 180 degrees

☑ **Voiceovers**

0%



○ Level Design

Labels: Blender/Maya, Unreal Engine 5

Due date: 12 Apr, 16:16

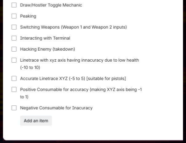
Description

Add a more detailed description...

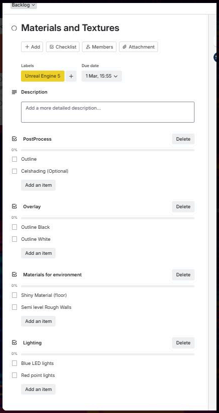
☑ **Castlegate Tower**

0%

☐ Starting Level
☐ Network and server floor
☐ Warehouse
☐ Labratory/Prototype Room
☐ Office



- ☐ Draw/Hostler Toggle Mechanic
- ☐ Peaking
- ☐ Switching Weapons (Weapon 1 and Weapon 2 inputs)
- ☐ Interacting with Terminal
- ☐ Hacking Enemy (takedown)
- ☐ Linetrace with xyz axis having innacuracy due to low health (-10 to 10)
- ☐ Accurate Linetrace XYZ (-5 to 5) [suitable for pistols]
- ☐ Positive Consumable for accuracy (making XYZ axis being -1 to 1)
- ☐ Negative Consumable for Inacuracy



○ Materials and Textures

Labels: Unreal Engine 5

Due date: 1 Mar, 15:55

Description

Add a more detailed description...

☑ PostProcess

0%

- ☐ Outline
- ☐ Celshading (Optional)

☑ Overlay

0%

- ☐ Outline Black
- ☐ Outline White

☑ Materials for environment

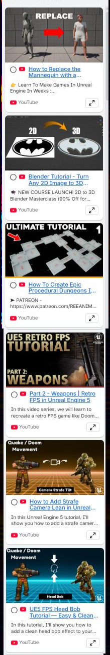
0%

- ☐ Shiny Material (floor)
- ☐ Semi level Rough Walls

☑ Lighting

0%

- ☐ Blue LED lights
- ☐ Red point lights



Tutorial References

○ How to Replace the Mannequin with a...

👉 Learn To Make Games In Unreal Engine In Weeks :...

YouTube

○ Blender Tutorial - Turn Any 2D Image to 3D...

🎓 NEW COURSE LAUNCH! 2D to 3D Blender Masterclass (90% Off for...

YouTube

○ How To Create Epic Procedural Dungeons I...

➤ PATREON - https://www.patreon.com/REEANIM...

YouTube

○ Part 2 - Weapons | Retro FPS in Unreal Engine 5

In this video series, we will learn to recreate a retro FPS game like Doom...

YouTube

○ How to Add Strafe Camera Lean in Unreal...

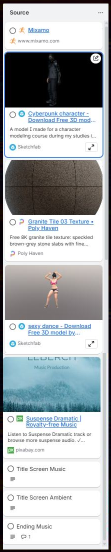
In this Unreal Engine 5 tutorial, I'll show you how to add a strafe camer...

YouTube

○ UE5 FPS Head Bob Tutorial — Easy & Clean...

In this tutorial, I'll show you how to add a clean head bob effect to your...

YouTube



Source

○ Mixamo

www.mixamo.com

○ Cyberpunk character - Download Free 3D mod...

A model I made for a character modeling course during my studies i...

Sketchfab

○ Granite Tile 03 Texture • Poly Haven

Free 8K granite tile texture: speckled brown-grey stone slabs with fine...

Poly Haven

○ sexy dance - Download Free 3D model by...

Sketchfab

○ Suspense Dramatic | Royalty-free Music

Listen to Suspense Dramatic track or browse more suspense audio. ✓...

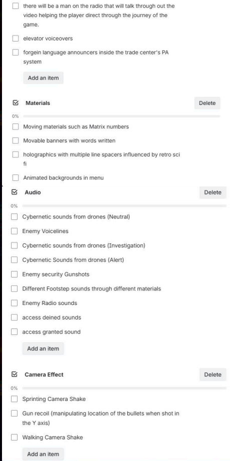
pixabay.com

○ Title Screen Music

○ Title Screen Ambient

○ Ending Music

1



- ☐ there will be a man on the radio that will talk through out the video helping the player direct through the journey of the game.
- ☐ elevator voiceovers
- ☐ forgein language announcers inside the trade center's PA system

☑ Materials

0%

- ☐ Moving materials such as Matrix numbers
- ☐ Movable banners with words written
- ☐ holographics with multiple line spacers influenced by retro sci fi
- ☐ Animated backgrounds in menu

☑ Audio

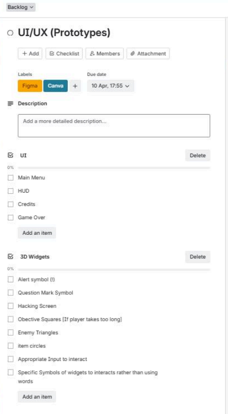
0%

- ☐ Cybernetic sounds from drones (Neutral)
- ☐ Enemy Voicelines
- ☐ Cybernetic sounds from drones (Investigation)
- ☐ Cybernetic Sounds from drones (Alert)
- ☐ Enemy security Gunshots
- ☐ Different Footstep sounds through different materials
- ☐ Enemy Radio sounds
- ☐ access denied sounds
- ☐ access granted sound

☑ Camera Effect

0%

- ☐ Sprinting Camera Shake
- ☐ Gun recoil (manipulating location of the bullets when shot in the Y axis)
- ☐ Walking Camera Shake



○ UI/UX (Prototypes)

Labels: Figma, Canva

Due date: 10 Apr, 17:55

Description

Add a more detailed description...

☑ UI

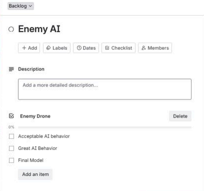
0%

- ☐ Main Menu
- ☐ HUD
- ☐ Credits
- ☐ Game Over

☑ 3D Widgets

0%

- ☐ Alert symbol (!)
- ☐ Question Mark Symbol
- ☐ Hacking Screen
- ☐ Obective Squares [If player takes too long]
- ☐ Enemy Triangles
- ☐ item circles
- ☐ Appropriate Input to interact
- ☐ Specific Symbols of widgets to interacts rather than using words



○ Enemy AI

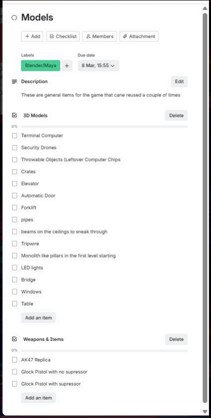
Description

Add a more detailed description...

☑ Enemy Drone

0%

- ☐ Acceptable AI behavior
- ☐ Great AI Behavior
- ☐ Final Model



○ Models

Labels: Blender/Maya

Due date: 8 Mar, 15:55

Description

These are general items for the game that cane reused a couple of times

☑ 3D Models

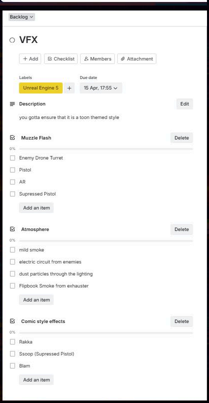
0%

- ☐ Terminal Computer
- ☐ Security Drones
- ☐ Throwable Objects (Leftover Computer Chips
- ☐ Crates
- ☐ Elevator
- ☐ Automatic Door
- ☐ Forklift
- ☐ pipes
- ☐ beams on the ceilings to sneak through
- ☐ Tripwire
- ☐ Monolith like pillars in the first level starting
- ☐ LED lights
- ☐ Bridge
- ☐ Windows
- ☐ Table

☑ Weapons & Items

0%

- ☐ AK47 Replica
- ☐ Glock Pistol with no supressor
- ☐ Glock Pistol with supressor



○ VFX

Labels: Unreal Engine 5

Due date: 15 Apr, 17:55

Description

you gotta ensure that it is a toon themed style

☑ Muzzle Flash

0%

- ☐ Enemy Drone Turret
- ☐ Pistol
- ☐ AR
- ☐ Supressed Pistol

☑ Atmosphere

0%

- ☐ mild smoke
- ☐ electric circuit from enemies
- ☐ dust particles through the lighting
- ☐ Flipbook Smoke from exhauster

☑ Comic style effects

0%

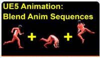
- ☐ Rakka
- ☐ Ssoop (Supressed Pistol)
- ☐ Blam

FPS Rig & Animations
Part 1

○ [Blender FPS Rigging & Animation Tutorial - Par...]

Source files are available here: https://bit.ly/3DZQvvb I originally...

YouTube



○ [UE5 Blending Animation Sequences in Sequenc...]

YouTube

UNREAL ENGINE
UNREAL ENGINE AI WITH BEHAVIOR TREES
PRESENTATIONS

○ [Unreal Engine AI with Behavior Trees | Unreal...]

In this presentation, Epic's Paulo Souza uses Unreal Engine's built-in ...

YouTube

Cartoon Style Explosion

○ [How to make an animated explosion in a cartoon...]

#OctopusEffects, #Blender This is a Blender tutorial video made on...

YouTube

SIMPLE CARTOON FLAMES

○ [Procedural Cartoon Flames in Blender]

#flames #animation #blenderIn today's Blender Box episode we tak...

YouTube

○ [Gyms, Zoos, and Museums: Your...]

00:00 Intro 00:10 Who is Robin-Yann Storm 00:50 Why do we need in-...

YouTube

LEANING in 10 minutes
UNREAL ENGINE

○ [FPS leaning | Unreal engine 4/5 Tutorial]

This video will teach you a quick and clean way to implement leaning insid...

YouTube